

## IN THE CLAIMS

1. (CURRENTLY AMENDED) A method of playing a wagering game comprising  
a player placing a wager in a wagering machine having a processor,  
the wagering machine displaying at least a single payline of multiple symbols, the  
multiple symbols having a predetermined indication of order,  
the processor independently selecting a generic characteristic for ~~[[at least one  
symbol]]~~ the multiple symbols and independently selecting a separate subgeneric  
characteristic for the ~~[[at least one symbol]]~~ multiple symbols;  
the processor determining from displayed generic symbols alone on the payline  
whether the symbols provide at least one of at least two available predetermined orders of  
a single set of generic symbols that are associated with an award, and  
providing the player with an additional award when at least one of the at least two  
available predetermined orders of subgeneric characteristics are displayed on a payline.
2. (CURRENTLY AMENDED) The method of claim 1 wherein the generic symbols  
comprise playing card suit symbols also have rank symbol modifiers that distinguish like  
generic symbols into subsets and fewer than all of the multiple symbols on a single  
payline having a same generic symbol as well as all of the multiple symbols on the single  
payline having the same generic symbol will assure a first award on the wager.
3. (CURRENTLY AMENDED) The method of claim 1 wherein increased awards above  
the first award are provided when the subgeneric symbols ~~[[are symbols]]~~ of playing card  
ranks appear in a predetermined order of ranks.
4. (CURRENTLY AMENDED) The method of claim 2 wherein increased awards above  
the first award are provided when the subgeneric symbols ~~[[are symbols]]~~ of playing card  
ranks appear in a predetermined order of ranks
5. (CURRENTLY AMENDED) The method of claim 3 wherein ~~[[the symbols also have  
symbol modifiers comprising playing card suit indicators that distinguish like symbols~~

~~into subsets]]~~ awards vary in amount with respect to at least predetermined order of one generic set of symbols as compared to at least one other predetermined order of a second generic set of symbols.

6. (CURRENTLY AMENDED) The method of claim 4 wherein ~~[[the symbols also have symbol modifiers comprising playing card suit indicators that distinguish like symbols into subsets]]~~ awards vary in amount with respect to at least predetermined order of one generic set of symbols as compared to at least one other predetermined order of a second generic set of symbols.

7. (CURRENTLY AMENDED) The method of claim 3 wherein the at least two predetermined orders of symbols ~~[[are]]~~ comprise orders other than Royal Flushes with card symbols in ascending or descending order.

8. (CURRENTLY AMENDED) The method of claim 4 wherein the at least two predetermined orders of symbols ~~[[are]]~~ comprise orders other than Royal Flushes with card symbols in ascending or descending order

9.(CURRENTLY AMENDED) The method of claim 5 wherein the at least two predetermined orders of symbols ~~[[are]]~~ comprise orders other than Royal Flushes with card symbols in ascending or descending order.

10. (CURRENTLY AMENDED) The method of claim 6 wherein the at least two predetermined orders of symbols ~~[[are]]~~ comprise orders other than Royal Flushes with card symbols in ascending or descending order.

11. (CURRENTLY AMENDED) The method of claim 5 wherein each frame in the at least one payline having a number of frames has a number of symbols available, exclusive of blank spaces, that is equal to the number of frames in the payline.

12. (CURRENTLY AMENDED) The method of claim 6 wherein each frame in the at least one payline having a number of frames has a number of symbols available, exclusive of blank spaces, that is equal to the number of frames in the payline, and the number of frames on a payline is five, and the symbols available ~~[[are selected from the group consisting]]~~ consist of Aces, Kings, Queens, Jacks and Tens.

13. (CURRENTLY AMENDED) The method of claim 5 wherein at least two predetermined orders in a five frame payline that are payouts are selected from the group consisting of:

- A-K-Q;
- A-K-Q-J;
- Q-K-A;
- J-Q-K-A;
- A-K; and
- K-A.

14. (CURRENTLY AMENDED) A gaming apparatus for playing a computer based wagering game comprising:

- a housing;
- a processor;
- a symbol display area; and
- user interface capacity;

wherein the processor is programmed to randomly provide symbols on at least one payline, the processor independently selecting a generic characteristic for at least one symbol and independently selecting a separate subgeneric characteristic for the at least one symbol; the symbols being selected from a group of symbols having a predefined order among the symbols, the processor determining if provided symbols during a play of the game are in one of at least two different predetermined orders for which awards are associated, and providing an award to a player when one of the at least two different predetermined orders are displayed, and the processor executes a program to perform the method of claim 2.

15. (ORIGINAL) The apparatus of claim 14 wherein the symbols also have symbol modifiers that distinguish like symbols into subsets and programming requires that the at least two different predetermined orders also have same symbol modifiers.

16. (CURRENTLY AMENDED) A method of playing a wagering game on an apparatus having at least five combined symbols being awarded comprising independently providing a first component to one of the at least five combined symbols that is not order dependent and then providing a separate second component to the at least one of the five combined symbols, the second component being order dependent, then determining payouts to a player based on the resulting combination first components and second components displayed on the at least five combined symbols, the payouts having the possibility of awards based on order dependency assigned in the second component for an order of fewer than five consecutive combined symbols beginning the order of dependency at a first symbol or a last symbol in the five combined symbols.

17. (ORIGINAL) The method of claim 16 wherein the first component comprises a symbol indicative of a generic description and the second component comprises a symbol indicative of a species component.

18. (ORIGINAL) The method of claim 16 wherein the first component comprises suits of a playing card deck and the second component comprises the rank of cards in a playing card deck.

19. (ORIGINAL) The method of claim 18 wherein there are either 5 or 6 combined symbols displayed in the game and there are at least five consecutive ranks of cards in a playing card deck used as the second symbols.

20. (ORIGINAL) The method of claim 19 wherein there are payouts for predefined orders of 2 cards, 3 cards, 4 cards and 5 cards in the game.